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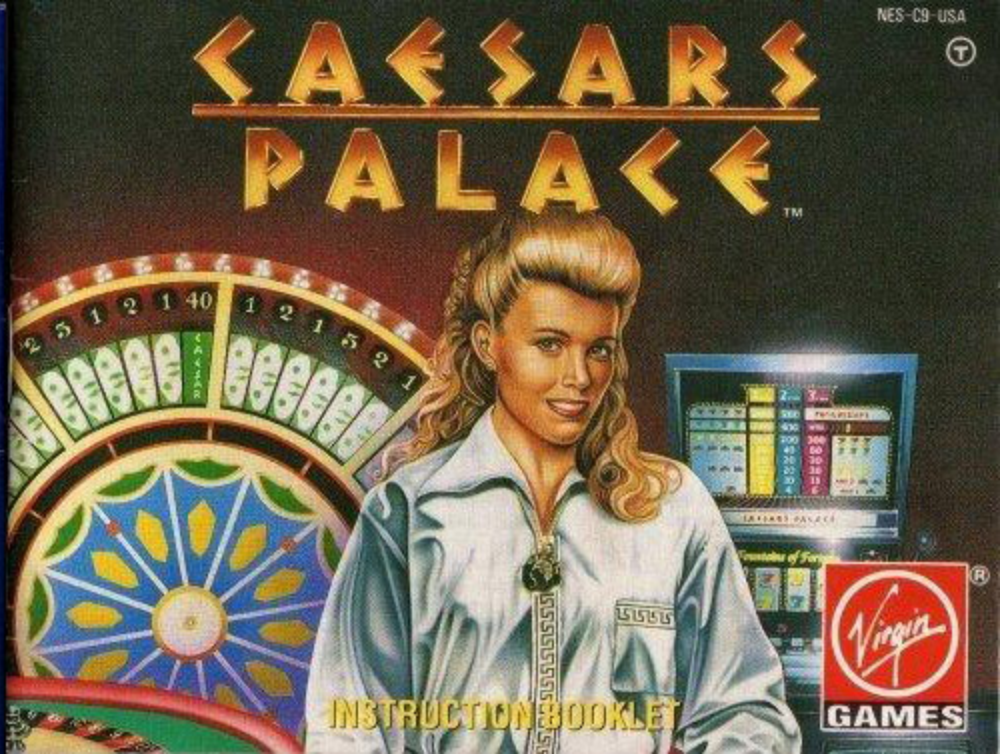
CAESARS PALACE™



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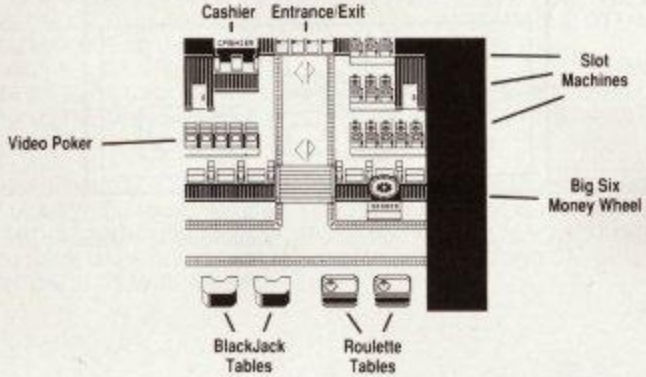
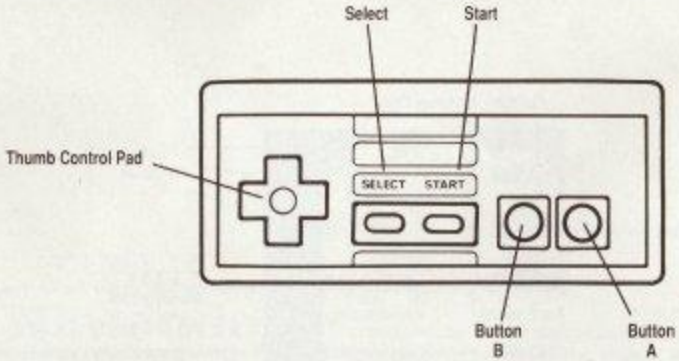
CAESARS PALACE Video Game Casino

Welcome to the CAESARS PALACE Video Game Casino, a royal wonderland that will dazzle you with unparalleled excitement and challenge your every skill with games of chance. Good luck and enjoy the games!



CONTROLS



CONTROLS

THUMB CONTROL PAD - PRESS THE THUMB CONTROL PAD TO MOVE THE POINTER AROUND THE SCREEN.

A BUTTON - PRESS ON THE A BUTTON TO SELECT WHATEVER THE POINTER IS RESTING ON.

B BUTTON - AFTER YOU HAVE PLACED YOUR BETS AND BEFORE YOU HAVE MADE ANY OTHER MOVE, (SUCH AS CLICKING ON "DEAL" OR CLICKING ON THE SLOT MACHINE HANDLE) YOU MAY PRESS THE B BUTTON TO CANCEL YOUR BETS.

SELECT - PRESS TO RETURN TO THE MAIN CASINO FLOOR. PRESSING SELECT WILL NOT RETURN YOU TO THE MAIN CASINO FLOOR IF YOU ARE RIGHT IN THE MIDDLE OF GAMEPLAY.

START - PAUSES THE GAME IN ALL THE EVENTS AND DISPLAYS A CHECK INDICATING HOW MUCH MONEY YOU HAVE. ALLOWS YOU TO SEE THE TOTAL AMOUNT YOU HAVE BET ON A PARTICULAR ROUND OF PLAY, AFTER YOU HAVE PLACED YOUR BETS AND BEFORE YOU HAVE MADE ANY OTHER MOVES (SUCH AS CLICKING ON "DEAL" OR CLICKING ON THE SLOT MACHINE HANDLE).

GETTING STARTED

Press any button to arrive at the floor of the casino. After you visit the cashier, you will be able to move around to the various games available in the casino by scrolling up, down, right or left.

VIDEO POKER

HOW TO PLAY VIDEO POKER

The video poker machines are located in the upper left corner of the casino. Move the pointer to the machine of your choice (there are $1, $5, $25 and $100 video poker machines) and press the A button. The machines that accept the smallest denominations are closest to the aisle.

AT THE PLAYING SCREEN:

TO BET: Press the A button to drop coins in the slot (the round spot under the $ amount of the machine on the right side). The number of coins you have bet is displayed in the upper right corner. Keep pressing on the A button until you have bet the desired number of coins. The machine will automatically begin dealing when you have reached the maximum bet limit of five coins.

If you wish to cancel your bet on video poker, you must press the B button before you have bet the maximum of five coins.

THE DEAL: Once you have placed your bet, move the pointer to the DEAL button and press A. You will be dealt 5 cards. If you would like to replace some or all of your cards, move the pointer to the button below the card you wish to discard and press A. If you decide to keep a card you have discarded, press A on the button beneath that card. Press A when the pointer is resting on the DEAL button to receive more cards. Before you press the DEAL button, examine the card(s) you have chosen to discard.

TO WIN: You must have one of the following hands to win in Video Poker.

RANK OF VIDEO POKER HANDS

The following card combinations have value in Video Poker. They are listed in order, lowest ranking hands to highest ranking hands.:

1. One Pair - This needs any two cards of the same rank (Jacks or better).
2. Two Pairs - This needs two cards of any one rank plus two cards of a different rank.
3. Three of a Kind - This needs three cards of the same rank.
4. Straight - Any five cards in sequence (but not all of the same suit) make a straight.
5. Flush - Any hand with five cards in the same suit constitutes a flush.
6. Full House - Three of a Kind and a pair make a full house.
7. Four of a Kind - This requires any four cards of the same rank.
8. Straight Flush - Five cards in sequence in the same suit constitute a straight flush.
9. Royal Flush - The top five cards in sequence in the same suit (A-K-Q-J-10). These cards may appear in any order on your screen.

WINNING

When you have a winning hand, you will see your money fall into the coin tray. If you don't want to watch all of your new-found bounty accumulate, press the A button. Now you are ready to play a new hand or you may exit to the main floor by pressing Select.

TO START A NEW HAND

The last hand you have played will remain on the screen until you press the A button. The Dealer will now deal you five new cards.

VIDEO POKER PAYOFF TABLE

TYPE OF HAND	1 COIN	2 COINS	3 COINS	4 COINS	5 COINS
ONE PAIR (Jacks or better)	1	2	3	4	5
TWO PAIRS	2	4	6	8	10
THREE OF A KIND	3	6	9	12	15
STRAIGHT	4	8	12	16	20
FLUSH	6	12	18	24	30
FULL HOUSE	9	18	27	36	45
FOUR OF A KIND	25	50	75	100	125
STRAIGHT FLUSH	50	100	150	200	250
ROYAL FLUSH	250	500	750	1000	4000

SLOT MACHINES

In 1887, American inventor Charles Fey made the first slot machine in a small machine shop in San Francisco. Called the Liberty Bell, the first slot machine was manufactured by hand and contained three wheels with colorful hearts, diamonds, spades, bells, horseshoes and stars printed on them. His machines were an immediate success and are now found in all parts of the world.

HOW TO PLAY THE SLOT MACHINES

If you want to try your luck at the slot machine, you'll find them in the upper right and middle right areas of the casino. Move the pointer to the machines of your choice (there are $1, $5, $25, $100 and $500 machines available in 3-reel or 4-reel progressive versions) and press A.

AT THE PLAYING SCREEN

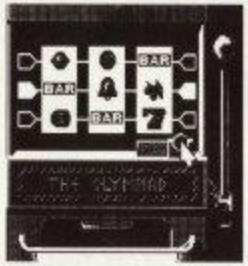
Move the pointer to the coin slot and press A to drop in as many coins (up to the maximum for that particular machine) as you would like to bet. When you have finished betting, move the pointer to the handle and press A to start the reels spinning.

PAYOUTS

Scroll up to the top of the screen to see a display of payoffs for the alignment of various symbol combinations. If the symbols showing horizontally on the payout line(s) when the reels stop spinning are a winning combination, you will be paid out the correct number of coins.

TYPES OF MACHINES

There are two types of 3-reel machines and one type of 4-reel.



THE RICHES OF ROME: This is a traditional 3-reel "fruit machine". It offers smaller payouts than the other machines, but the jackpots are hit more frequently.

MAGNIFICENT SEVENS: This is a 3-reel machine, that displays, you guessed it, sevens and cherries. The jackpots are hit less frequently with this machine, but the payouts are bigger.

With both the RICHES OF ROME and the MAGNIFICENT SEVENS machines, you may have up to three payout lines, depending on how many coins you insert.

- Insert one coin and your payout line is the middle line.
- Insert two coins and your payout lines are the top line and the middle line.
- Insert three coins and your payout lines are the top, middle and bottom lines.

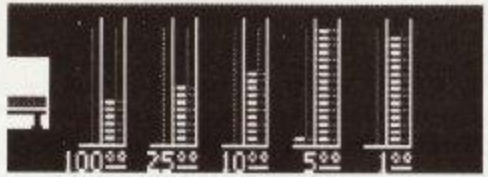
The amount of coins that can be bet is equal to the number of payout lines the slot machine has.

FOUNTAINS OF FORTUNE: This 4-reel slot machine pays out the center line only. Each additional coin increases the size of your jackpot. Who knows, it could be your lucky day. You can only win the progressive jackpot if you bet all three coins.

TO SPIN THE REELS AGAIN: Once the reels have stopped and you have won or lost you may press A while the pointer is on the coin slot to start the betting for the next spin.

TO EXIT: Press Select once the wheels have stopped spinning to take you back to the main casino floor.

CHIP TRAYS



When you play the BIG SIX MONEY WHEEL, ROULETTE, or BLACKJACK, you will use a chip tray to make your bets and to make your own change.

Each chip tray has 2 columns of $100, $25, $10, $5 and $1 chips and each column can hold 16 chips.

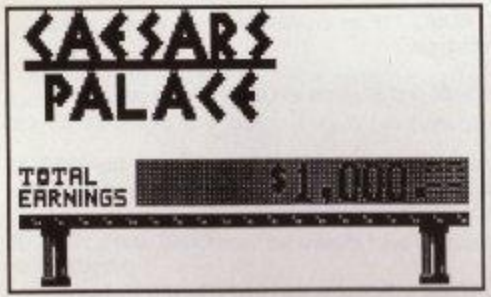
You can have up to 32 chips of each denomination in your chip tray. If you have more than 32 $100 chips, you will not be able to see all of them in their designated column in the chip tray. If you drop below 32 $100 chips, you will see them begin to disappear from their column.

A WORD ABOUT WINNING

If you win when playing Blackjack, the Money Wheel or Roulette, the word WINNER flashes along with the amount of money you have won for that particular round of play. The amount that is flashing does not include the amount of your bet for that round, which is also returned to you.

MAKING CHANGE
If you run out of $1 chips, move the pointer over to the $5, $10 or $25 columns and press the A button when the pointer is resting on the chip of your choice. When you have a chip attached to the end of your pointer, move the pointer back to the $1 column and press A again. If you have taken a chip from one of the $5 columns, you will now have five $1 chips. If you have taken a chip from one of the $10 columns, you will now have ten $1 chips and so on.

Or, if you like, you may also move one of your $1 chips over to one of the $10 columns and press A. This will change ten of your $1 chips into one $10 chip (assuming you had at least 10 $1 chips).



TO DISPLAY YOUR WINNINGS
On the left side of the chip tray is a portion of a check. Move the pointer on top of the check and press A. You will see your winnings displayed like the check you see below. Press A again to return to game screen.

If you prefer, you may also press START to display the check.

BLACKJACK

Blackjack is the casino's most popular card game. This game was adapted from a version of the French game vingt-et-un, or "21".

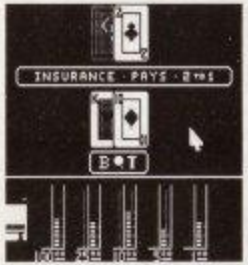
The object of this game is to have the total point value of the cards dealt you exceed the point value of the Dealer's hand without going over 21. If you go over 21 or "bust", you automatically lose, even if the Dealer subsequently also goes bust. Picture cards (Jack, Queen or King) count as 10. Aces count as either 1 or 11, whichever you choose. All other cards (2, 3, 4, 5, 6, 7, 8, 9, 10) count as face value.

After you place your bet, the Dealer starts the game by dealing you two cards and himself two cards. If you feel you need additional cards to beat the Dealer, you may take a "hit" and receive another card. There is no limit to how many "hits" you can take as long as you don't "bust" (go over 21). When you are satisfied with your hand, you will indicate to the Dealer that you will "stand", or not receive any more cards. The Dealer will then check his cards. The Dealer must draw a card on any point total of 16 or less and stand on any point total of 17 or more. If your cards total 21 or less and the Dealer's point total is over 21, you win. If the Dealer gets closer to 21 than you without going over, the Dealer wins.

When your point total is the same as the Dealer's, the hand will be a "push" (you neither win nor lose) and your bet will be returned to you.

HOW TO PLAY BLACKJACK
The two Blackjack tables are located in the lower left corner of the casino. Watch your step! Move the pointer to the table of your choice and press the A button.

AT THE PLAYING SCREEN:



TO BET: Place the pointer on top of one of the chips you wish to bet. Use the pointer to move the chip you want to bet to the BET square and press A to release the chip. Re-pressing the A button will automatically move up more chips of the same dollar value as the chip you most recently placed in the BET square. Holding down the A button will move the chips up more rapidly, or "auto-repeat" your bet. For example, if you move a $1 chip up to the BET square and press A five times, you will increase your bet to five $1 chips.

THE DEAL: When you are satisfied with the amount you have bet, move the pointer up to the large CP where the word "deal" is flashing and press A. The Dealer will now deal you two cards.

TO HIT: After you have received your first two cards, you may opt to take a "hit", or "stand". If you would like another card, press the A button to the right of your hand where the word "hit" is flashing. From this position, you may press A to receive as many additional cards as you want. Remember, your goal is to get as close to 21 as possible without going over. If you do bust (go over 21), the Dealer will take your bet. Your cards will remain on the screen until you press A to start the new deal.

TO STAND: Whenever you are satisfied with the point total of your hand, move the pointer to the BET square where the word "stand" is flashing and press A.

BLACKJACK: If your initial two cards total 21 (any Ace with a 10, Jack, Queen, or King), you have a Blackjack or a "natural". If both you and the Dealer have Blackjack, it is a standoff or "push". A Dealer's Blackjack (two-card point total of 21) beats a Player's three card point total of 21. A winning Blackjack is paid 3 to 2 (or 1.5 times the amount of your bet).

SPLITTING PAIRS: If your first two cards have the same numerical value, you may split them into two hands. You may also split any two of the following into two hands: 10, J, Q, K. Only after the first hand is played and completed may you play on the second hand. If the split pair are Aces, you are limited to a one card hit on each hand. When you split a pair, a Blackjack pays off the amount of your original bet only and not 1.5 times your bet.

TO SPLIT A PAIR: If you would like to split a pair, move the pointer to where the word SPLIT is flashing on the right side of the screen and press the A button. The bet on the second hand will automatically be placed and is equal to the original bet.

DOUBLING DOWN: When your first two cards total 10 or 11, the word DOUBLE will flash on the left side of the screen. When the flashing DOUBLE appears, you may elect to wager an additional amount equal to the value of your original bet.

When you double down, you are allowed to draw only one additional card.

TO DOUBLE DOWN: If you would like to double down, move the pointer to the DOUBLE square and press the A button.

INSURANCE: If the Dealer's face up card is an Ace, you may elect to take insurance after the initial deal. The insurance bet is a wager that the Dealer has a Blackjack. In other words, you are betting that the Dealer's face down card will be a 10, Jack, Queen, or King. It will cost you one-half of your original bet to buy insurance. If the Dealer has a Blackjack, your original bet and your insurance bet will be returned to you. Insurance bets pay 2 to 1 if the Dealer has a Blackjack, but lose in all other instances. If the Dealer doesn't have a Blackjack, he will take your insurance bet and you will play out your hand as usual, hitting or standing, as you wish.

TO BUY INSURANCE: Move the pointer to the INSURANCE line at the top of the screen and press the A button.

TO START A NEW DEAL: At the end of each hand, the cards will remain on the screen for you to examine. After you have studied the cards, press A anywhere on the card table. Now you are ready to begin betting on the new hand.

TO EXIT: You may exit to the main casino floor after your hand has been played by pressing Select.

MAXIMUM BET: The maximum bet for Blackjack is $10,000 (or $20,000 if you split your hand or Double Down on your bet.)

THE BIG SIX MONEY WHEEL

Also known as the Wheel of Fortune or Pari-Mutuel Wheel, this is an easy game to play that can have you swimming in the chips.

Bets are made by placing a chip on the layout in one of the boxes. These boxes correspond to the numbers on the wheel and indicate the payoff rates. Bets must be made before the wheel is spun. Wagers are paid off immediately after the Wheel stops on a number. If that number is the one you put your money on, you're a winner. The higher the odds, the larger the payoff.

HOW TO PLAY THE BIG SIX MONEY WHEEL

The MONEY WHEEL is located in the middle of the casino down the steps on the right.

AT THE PLAYING SCREEN

TO BET: Move the pointer to the column that holds the chip(s) you wish to bet. When the pointer is resting on a chip, press A. Move the pointer with the chip attached to it on top of the dollar bill box(es) you believe the wheel will stop on. Once you have positioned a chip in the box you wish to bet on, press A to release the chip. Re-pressing the A button will increase the amount of similar chips for that particular bet. Holding down the A button will move the chips up more rapidly, or "auto-repeat" your bet. You may place a bet in one or all of the boxes that appear on the table, as long as you have the money to do so.

PAYOUTS: Here is an example of how the payouts work: If you are betting a $1 chip on the $20 box, and the wheel stops on $20, you will win 20 $1 chips. If you bet more than $1 on a dollar value and you win, you will get your bet multiplied by the dollar value you wagered on as well as your original bet returned. For example, if you bet $2 on the $20 dollar box, and the $20 box showed up on the wheel, you would win $40 ($2 x $20) plus your original $2 bet.

TO SPIN THE WHEEL: Move the pointer to the very top of the screen and press the A button on the bottom of the wheel to start it spinning.

MAXIMUM BET: The maximum bet on any dollar box (including the **"CAESAR"** and **"CLEO"** boxes) is $10,000.

ROULETTE

Roulette can be traced back to ancient Greece, when soldiers would spin their shields on the points of their swords and then bet on where they would stop. And in Roman times, Caesar played on a chariot wheel that he had installed in the gaming room of his palace. The game as we know it today is of French brigin and dates from the early 19th century.

Roulette is an intriguing game that is played throughout the world. The large payoffs that are possible for small wagers always stimulates the interest of the expert as well as the novice players.

The diagram indicates the payoffs for single chip bets and the many combinations available to you.

TYPES OF BETS AND PAYOFFS:

A. Single number bet pays 35 to 1. Also called "straight up".
B. Double number bet adjoining pays 17 to 1. Also called a "split".
C. Three number bet pays 11 to 1.
D. Four number bet pays 8 to 1. Also called a "corner bet".
E. Five number bet pays 6 to 1. Only one specific bet which includes the following numbers: 0-00-1-2-3.
F. Six number bet pays 5 to 1. Example: 7,8,9,10,11,12.
G. Column bet (12 numbers in a horizontal row) pays 2 to 1.
H. Twelve numbers or dozens (1st, 2nd, 3rd dozen) pays 2 to 1.
I. All bets placed in the squares on the bottom (1-18, odd/even, light/dark 19-36) pay even money.

HOW TO PLAY ROULETTE

The two Roulette tables can be found down the steps, in the lower right corner of the casino.

There are 38 positions on the wheel, containing the numbers 1-36 as well as a 0 and 00. Half of the numbers 1-36 are dark and half are light. Each spin of the wheel provides a multitude of options for the player. A player may bet on single numbers, rows of numbers or adjacent numbers. A player may also play odd or even numbers or light or dark numbers. A bet on a single number pays 35 to 1, including 0 and 00. Unlike the other numbers on the wheel, the 0 and 00 don't count as being light or dark, odd or even. Bets on the light and dark, odd or even pay back 1 for 1 or even money.

TO BET: Move the pointer to the chip of your choice and press the A button. Once the chip is attached to the end of the pointer, place your bet on the Roulette table and, when you have the chip positioned where you like, press the A button. Right after you have placed one chip on the Roulette table, you may re-press the A button if you would like to increase the amount of similar chips for that particular bet (or hold down the A button for "auto-repeat".) Study the diagram to see how to position your chips for each possible bet. You may place up to eight bets per each spin of the Roulette wheel. After you have placed eight bets, the wheel will start spinning automatically.

If you would like to place a bet on the right side of the table, move the pointer to the right side of the screen and continue holding down the right arrow until the position you would like to bet on is visible.

TO PLAY AGAIN: Press the A button to clear the table and then follow the above instructions for betting and spinning the Roulette wheel.

TO EXIT: Once the wheel has stopped spinning and the Dealer has collected the losing bets and paid out the winning ones, you may press Select to take you back to the main casino floor.

MAXIMUM BET: For each spin of the wheel, you may place eight bets. You are allowed to bet a maximum of $1,000 for each bet placed.

TO SPIN THE WHEEL: After you have placed all of your bets, move your pointer anywhere on the Roulette wheel visible on the left side of the table. Press the A button to start the wheel spinning.

Once the wheel has stopped spinning, the screen will scroll to the right and you will see the Dealer take away all the losing bets. The screen will then scroll back to the left, paying off the winning bets, if there are any.

Credits for CAESARS PALACE for the Game Boy

PROGRAMMER	Lennard Fedderman
ARTIST	Connie Goldman
COMPOSER	David Hayes
PROJECT MANAGER	David Warhol, Realtime Associates
PROJECT MANAGER FOR VIRGIN GAMES	Erik Yeo
EXECUTIVE PRODUCERS	Dr. Stephen Clarke-Willson and Neil Young
ORIGINAL GAME DESIGN	Ed Magnin
MANUAL BY	Lisa Marcinko
QUALITY ASSURANCE BY	Justin Norr, Joey Kuras, Noah Tool, Danny Lewis, Tim Williams and Michael Gater
SPECIAL THANKS TO	Deborah L. Christopher and Cindy Gomez of Caesars World Merchandising, Inc.

HIGH SCORE CARD

Keep track of your scores below

Date	Check Number	Amount

HIGH SCORE CARD

Keep track of your scores below

Date	Check Number	Amount

WARNING

READ BEFORE USING YOUR NES, SUPER NES, OR GAME BOY SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games, including games played on the NES, Super NES and Game Boy systems. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES"), your Super Nintendo Entertainment System® ("Super NES"), or any NES™ or Super NES™ games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in the NES, Super NES, NES games or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATIONS

Under FCC rules, changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product. This product generates and uses radio frequency energy and, if not installed and used in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. This product complies with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of the FCC Rules, which are designed to provide reasonable protection against such interference when operated in a residential environment. However, there is no guarantee that interference will not occur in a particular installation. If this product does cause interference to radio or television reception, which can be determined by turning the product off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna
- Relocate the Control Deck with respect to the receiver
- Move the Control Deck away from the receiver
- Plug the AC adapter from the Control Deck into a different outlet so the Control Deck and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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